

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

AWARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Mild Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD, FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT, ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

© SEGA CORPORATION, 1999, 2002. SEGA, the SEGA logo and Space Channel 5 are registered trademarks or trademark of SEGA CORPORATION. Created and co-published by SEGA. Exclusively co-published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

LICENSED BY



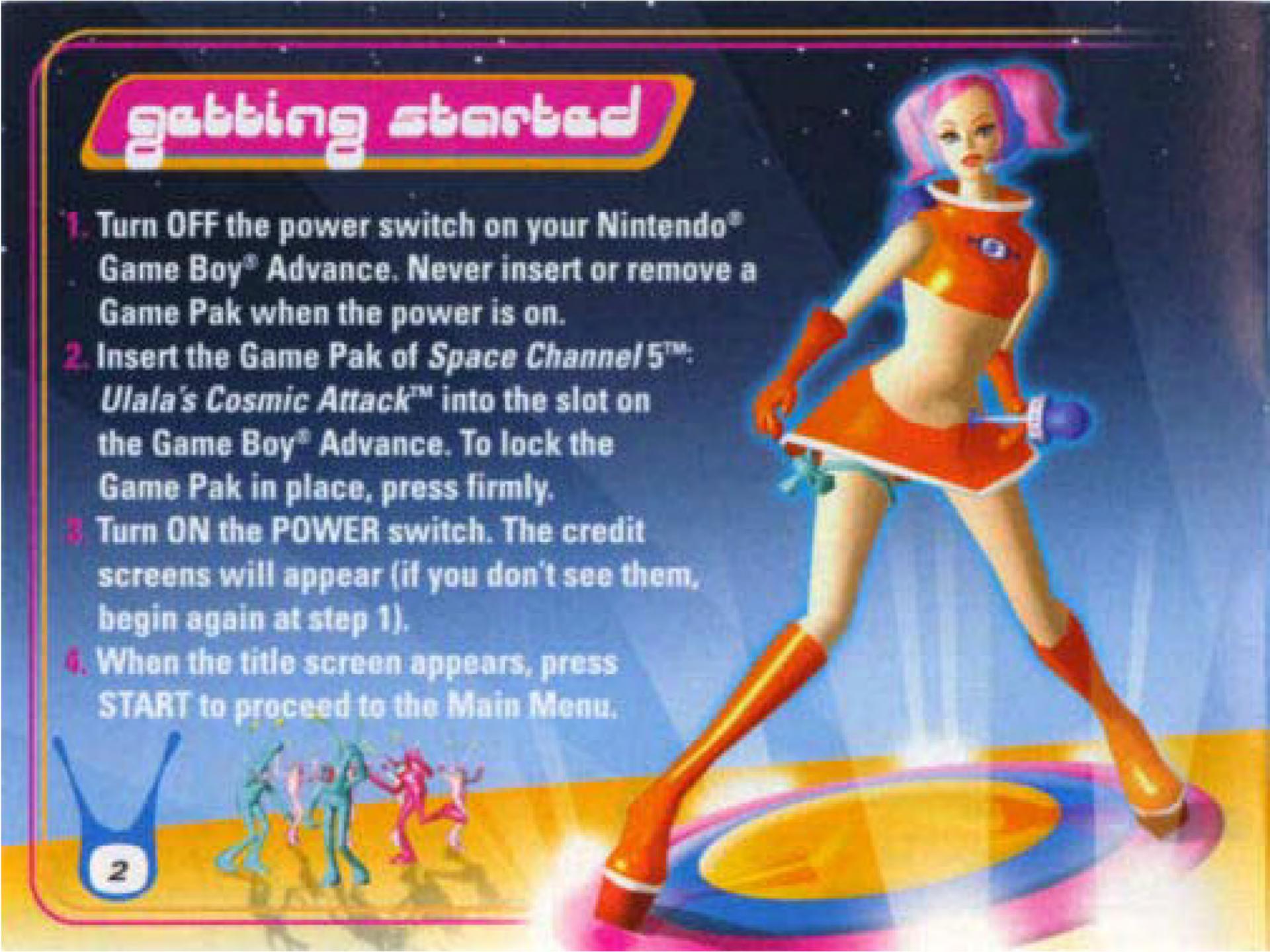
AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

centents

2
3
A
6
8
8
9
70
18
18







It's the 25th century, and the planet Earth is in a state of crisis.

An alien race, the Morolians, has launched an invasion against Earth, randomly shooting innocent victims with a mysterious ray gun. The effect of the ray is rather unusual, as it forces people to dance uncontrollably, and enslaves them to alien rhythms.

Of course, their attack has caused a widespread panic.

The first station to grab the scoop is a little-watched space broadcaster, "Space Channel 5." Sensing a golden opportunity to boost ratings, the director, Fuse, has sent the only reporter left who hasn't been captured, a reporter named Ulala.

The broadcast begins at the location of the first incident - Spaceport 9.

Ulala must copy the Morolians' steps – Up! Down! Right! Left! Shoot! Shoot!

Ulala is the only hope we have to defeat the Morolians and free the human victims. The future of the Earth is in her hands.

centrels

BUTTON

Menu Navigation

Control Pad

A Button

B Button

Game Controls

Control Pad+A Button
Control Pad+B Button

ACTION

Highlight menu selections
Confirm selection
Return to previous menu

Perform Dance Moves/Shoot Morolians
Perform Dance Moves/Rescue Humans



main manu

Press START to bring up the Main Menu with the following options, then press the A Button to confirm your selection.



- New Game Get your groove on.
- Load Load a saved game. See page 10 for more info on Saving and Loading.
- Continue Continue a saved game.
- Tutorial View a tutorial on how to play the game.
- Options Customize the game with the following options:
 - Device Options Change the control settings.
 - Sound Options Adjust the music and sound effects volume.
 - Players Status View your best scores for each level.
 - Character Profile View info on all the characters in the game.

erefice e Seure

To get your groove on, choose NEW GAME from the Main Menu. Listen to the rhythm of the beat and follow the Morolian moves. The better your moves, the more people will tune in to your show.

The Game Screen

Life

Dancer

Indicator

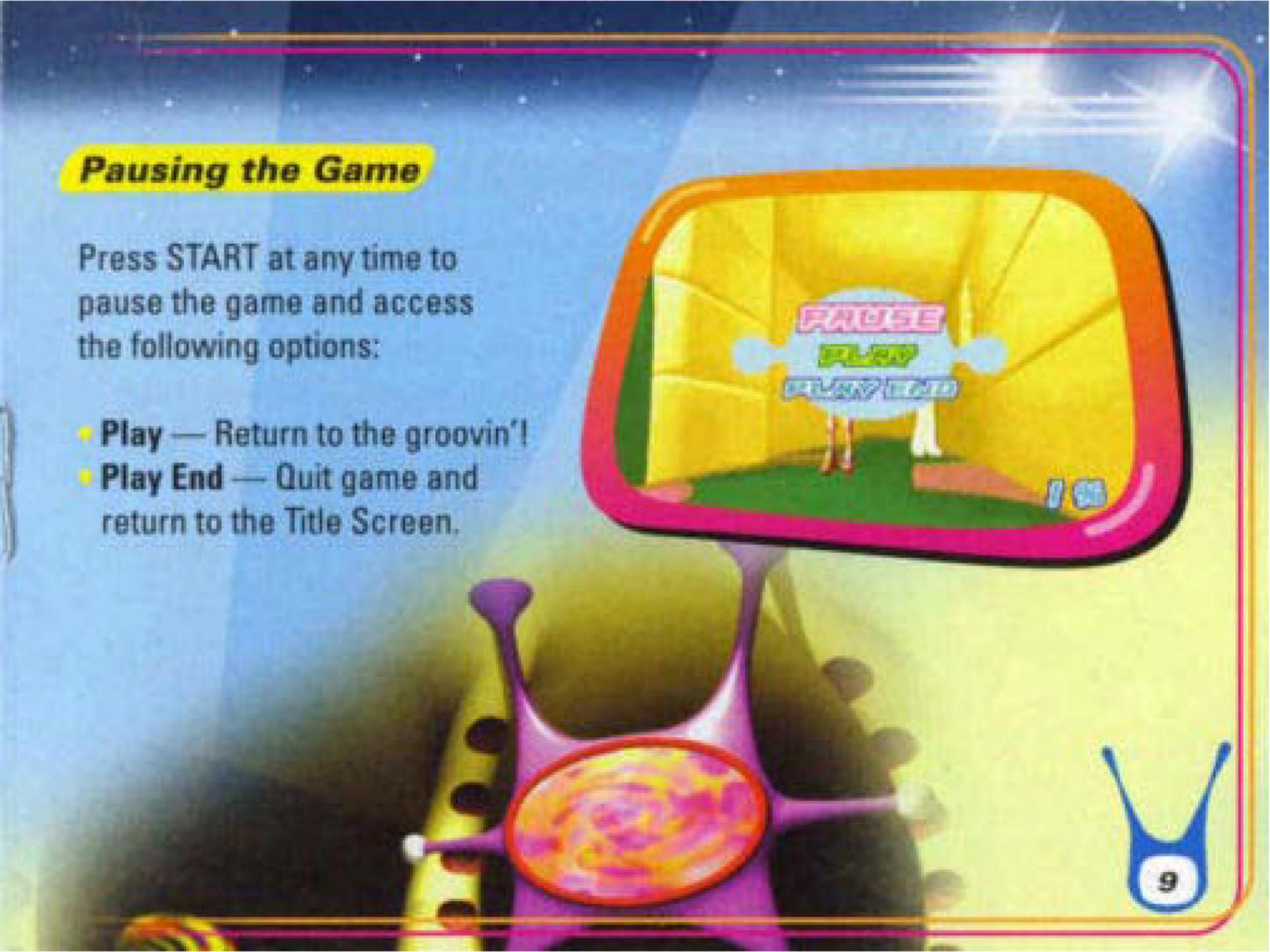


Hint: Tap your foot to keep rhythm so that you can perform the same command in the correct section of the song.

Current View Rating

- Life Number of times Ulala can fail.
- Current View Rating Displays what percentage of the viewing audience is watching.
- Dancer Indicator Shows a Morolian icon while they are showing you their moves. An Ulala icon is displayed when it's your turn to dance.

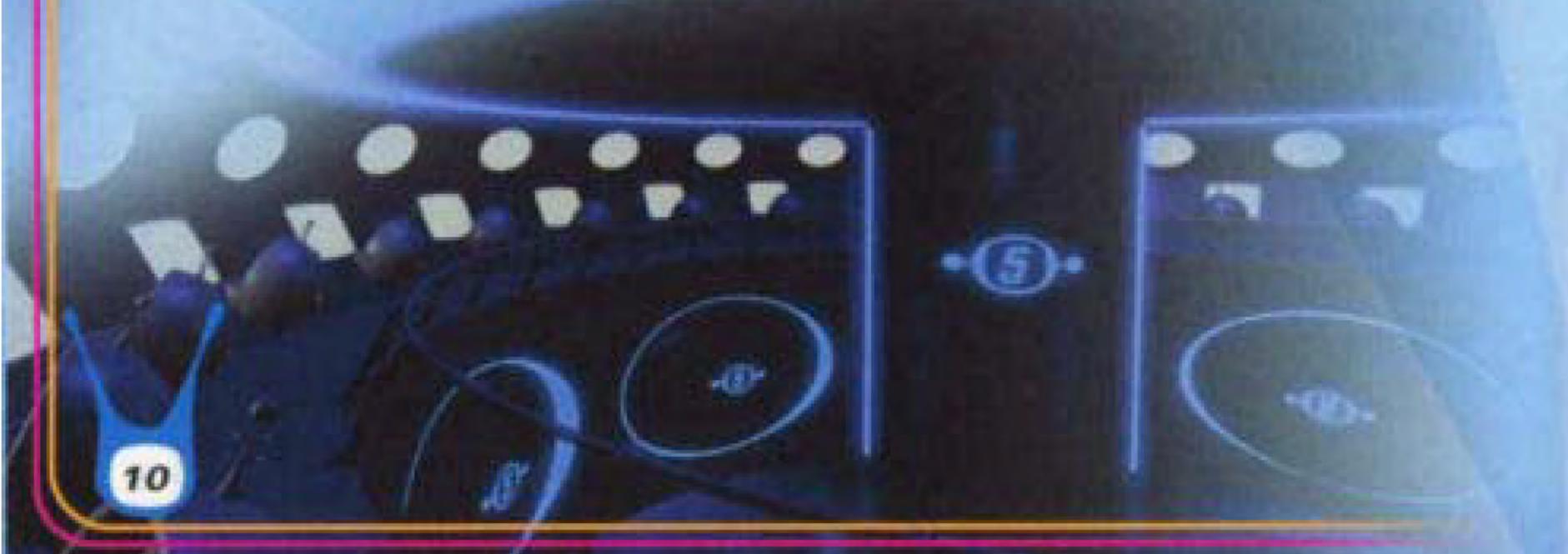






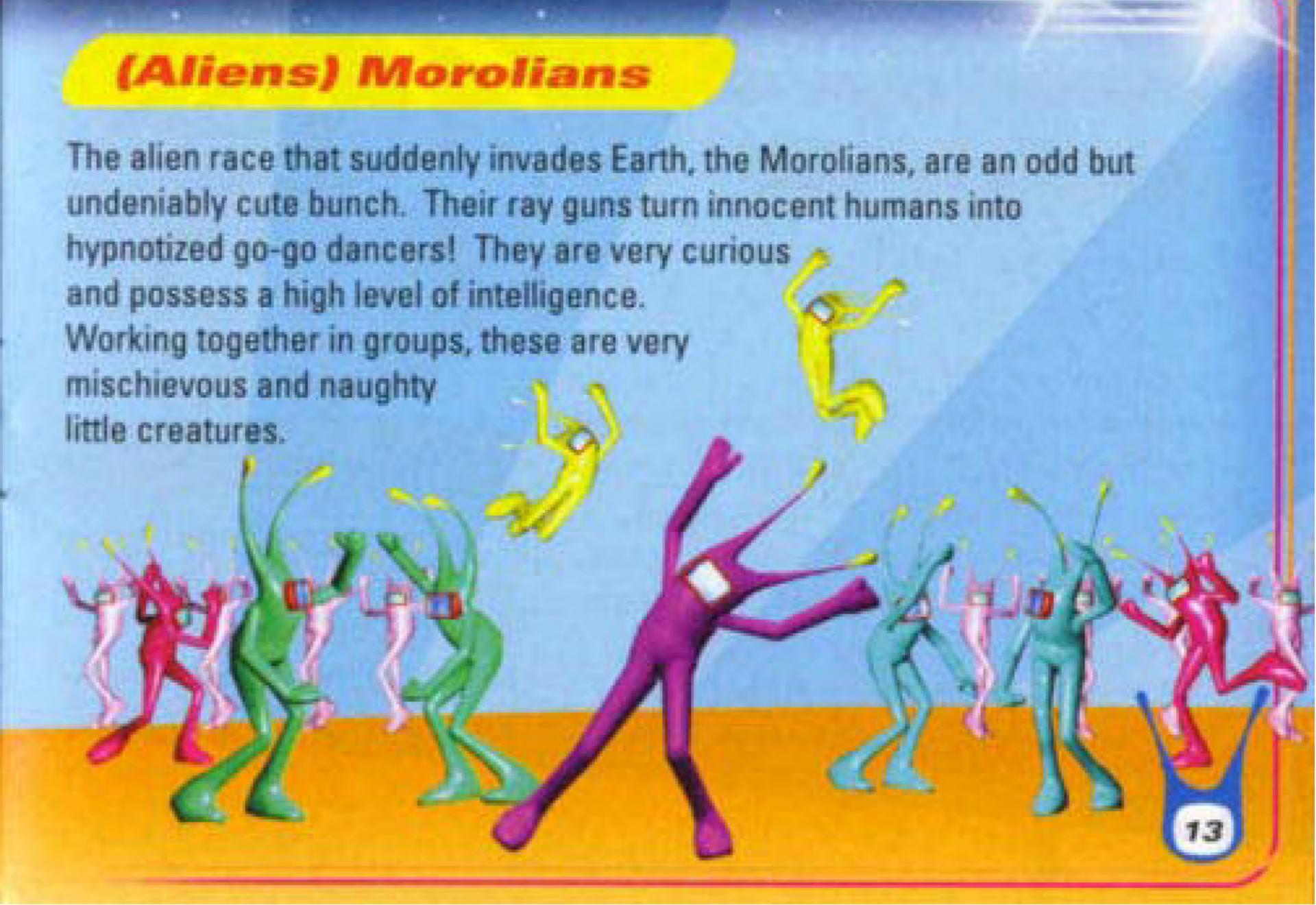
After completing each level, you'll be given the opportunity to save your progress. Pick any open slot to save.

To load a saved game, choose Load, select a previously saved game, then exit out of the Load Game Screen. Select Continue to begin from the saved game's location.









characters

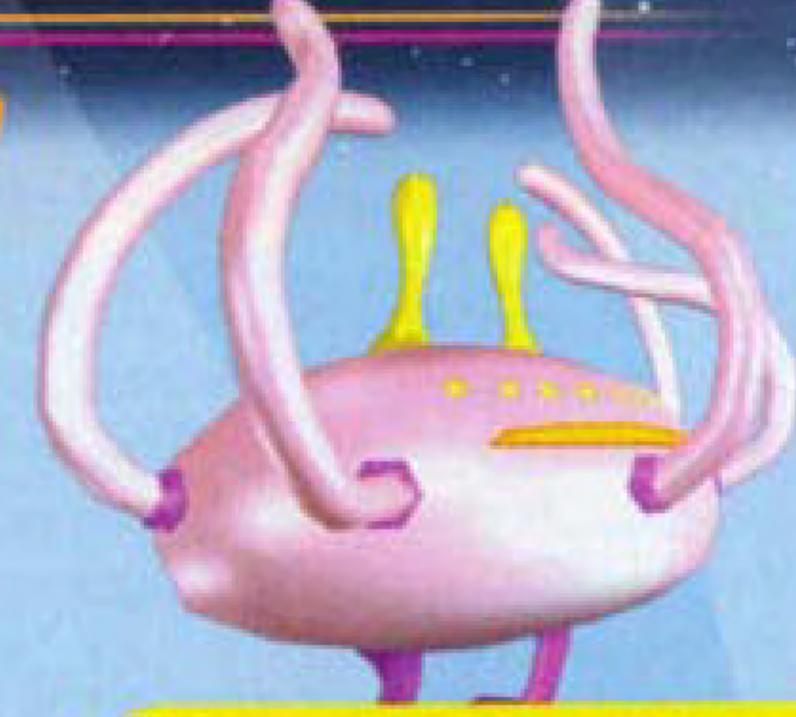
(Director) Fuse

Birthdate: September 21st, 2464

Sign: Virgo

The 35 year-old director of the investigative reporting team, Fuse is normally a laid-back kind of guy.

However, there has been a lot of pressure from his superiors, and he's been stressed out lately about the show's ratings. This anxiety has shortened his temper considerably, which probably won't help morale among his staff.



(Boss) Morolina

Designed to attack luxury passenger ships, this fiendish Boss character has captured a group of students. Be careful not to hit them while shooting!



Birthdate: September 5th, 2480

Sign: Virgo

Pudding, a 19 year-old former teen idol, is a reporter for Channel 42. She has many adoring fans, yet harbors a strong jealousy towards Ulala, who seems to have appeared out of nowhere to steal her limelight.



credits

Art Co.

Director Hiroyuki Otsuki

Planner Toyoharu Moriyama

Program
Hiroyuki Otsuki
Tsuyoshi Yagi
Koichi Sakagami
Toshio Inomata

Graphic Design Kiyoi Shimura Kinuko Nagasato

2D Design Hikaru Moriyama 3D Design Shinji Nishiyama

Special Thanks
Mitsunori Takemoto
Yoshitomo Fujiwara
Kouji lida
Toshihiro Hirosawa
Tomoyuki Watanabe
Kojirou Kawase
Nobuko Satoh
KAIZOKU
Kazuaki Hanada
Yusuke Hata

Music Composer Tsutomu Fuzawa THO - Product Development

Executive Vice President - Worldwide Studios



Testers
Sean Jenkinson
Chad Schnaible
Marc Standley

QA Technician Mario Waibel

QA Database Administrator Jason Roberts

QA Manager Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

Special Thanks
Judy Jette, Kathy Schoback

THQ - Marketing

Vice President - Marketing Peter Dille

Group Marketing Manager
Alison Quirion

Associate Product Manager Heather Hall

Director, Creative Services
Howard Liebeskind

Senior Manager, Creative Services
Kathy Helgason

Associate Creative Services

Manager

Melissa Roth

PR Manager Reilly Brennan Associate PR Manager Erik Reynolds

Manual Writer Richard Dal Porto

Packaging Design K+A, Inc.

Special Thanks
Brian Farrell, Alison Locke,
Germaine Gioia, Leslie Brown,
Brandy A. Carrillo, Michael
Greene, Robert Riley, Christian
Kenney, Ricardo Fisher, Gordon
Madison, Jack Suzuki,
Paul Rivas, Stacy Mendoza

limited werensty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ inc.
["THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Expresentatives are available to help you Monday through Friday from to Spec PST or you can use our automated systems by phone or on the web 24 hours a day. I days a week. Please do not send any Fredect to THQ without contacting as liest. Your 5 digit Product Code is \$2250. Please use this code to Montally your Fredect when contacting us.

Limited Warranty

THQ wasteriets to the best of THQ's shifty to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be from from defects in materials and workmanulip for a period of ninety (90) days from the original date of purchase. The Product is said "as is," without express or implied warranty of any kind, and THQ is not responsible for any lesses or demages of any kind resulting from one of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sale discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the summers can demonstrate, to THQ's setisfaction, that the product was purchased within the last elect (90) days.

To receive worrunty service:

Natify the THQ Customer Service Department of the problem requiring warranty service by colling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technicion is unable to solve the problem by phone or on the web via e-mail, he will outhorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated soles slip or similar proof-of-purchase within the ninety (90) day warranty period to:

> Customer Service Department 27001 Ageora Road, Seite 279 Calabases Hills, CA 91301

THO is not responsible for sematherized returns of Product and reserves the right to send such anauthorized returns back to contamers.

This warranty shall not be applicable and shall be vaid it: (a) the defect in the Product has arisen through abuse, unreasonable use, mistroatment or neglect; (b) the Product is used with products not sold or licensed by Mintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adopters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tempored with; (e) the Product's serial number has been altered, defected or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original perchane is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THO. Make checks payable to THO Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THO. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO MINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long on implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copylog of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright lows.

Book-up or archivel explos of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright lows also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

GET CRAZY ON GAME BOY' ADVANCE!



THO loc. * 27001 Agence Road, Suite 270 * Calabases Hills, CA 91305



Co-Developed and Co-Published by:







Comic Mischief

C) SEGA CORPORATION, 1999, 2002, SEGA, the SEGA logo and "Cruzy Taxi" are registered trademarks or trademark of SEGA CORPORATION. Created and co-published by SEGA. Exclusively co-published by THO Inc. THO and the THO logic are registered trademarks of THO Inc. All Rights Reserved, All other trademarks; logos and copyrights are property of their respective owners. TM, 85 and Game Boy Advance are trademarks of Mintendo. PRINTED IN JAPAN



Mild Language